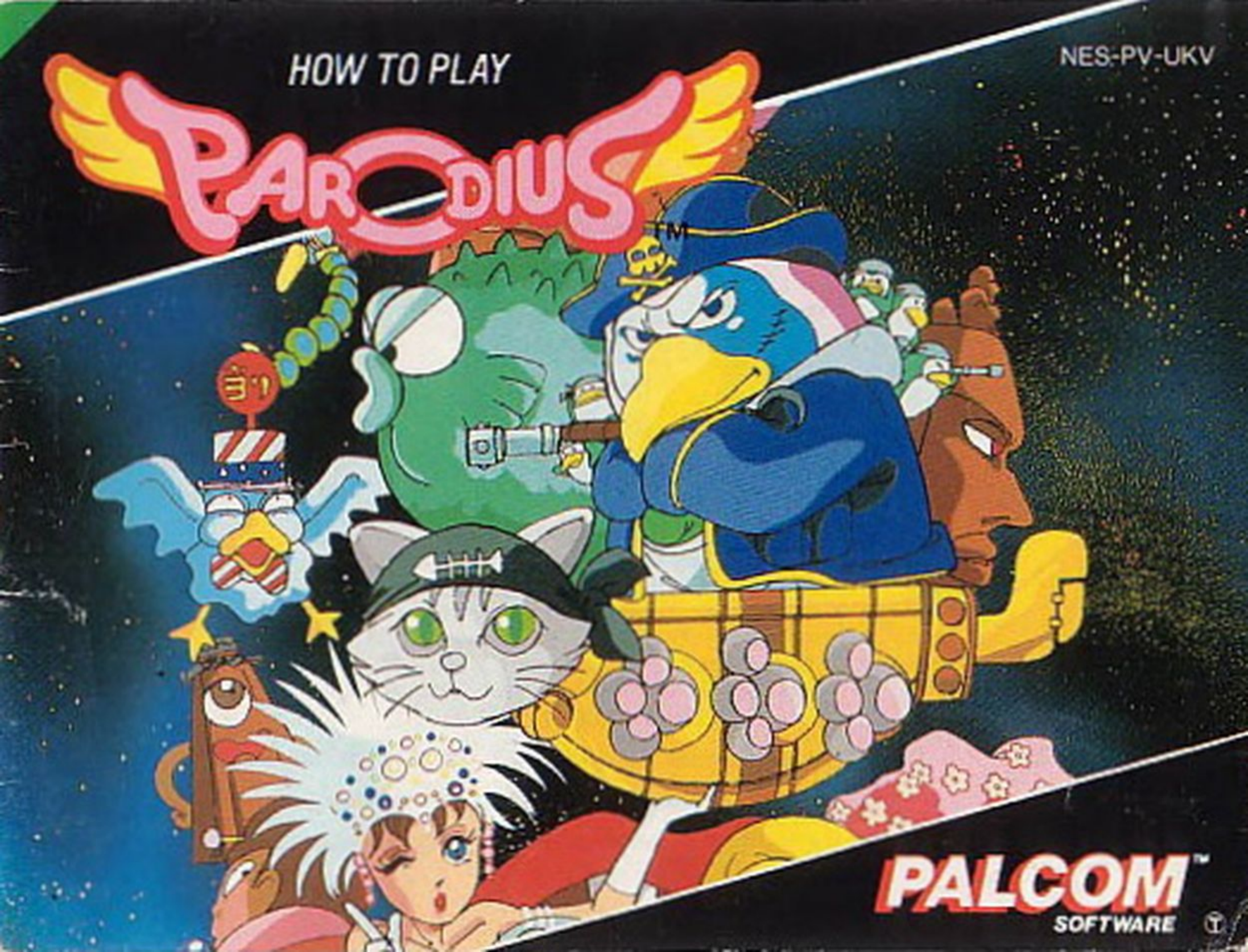
HOW TO PLAY

# PARODIUS™

NES-PV-UKV



PALCOM™
SOFTWARE

PALCOM™
SOFTWARE

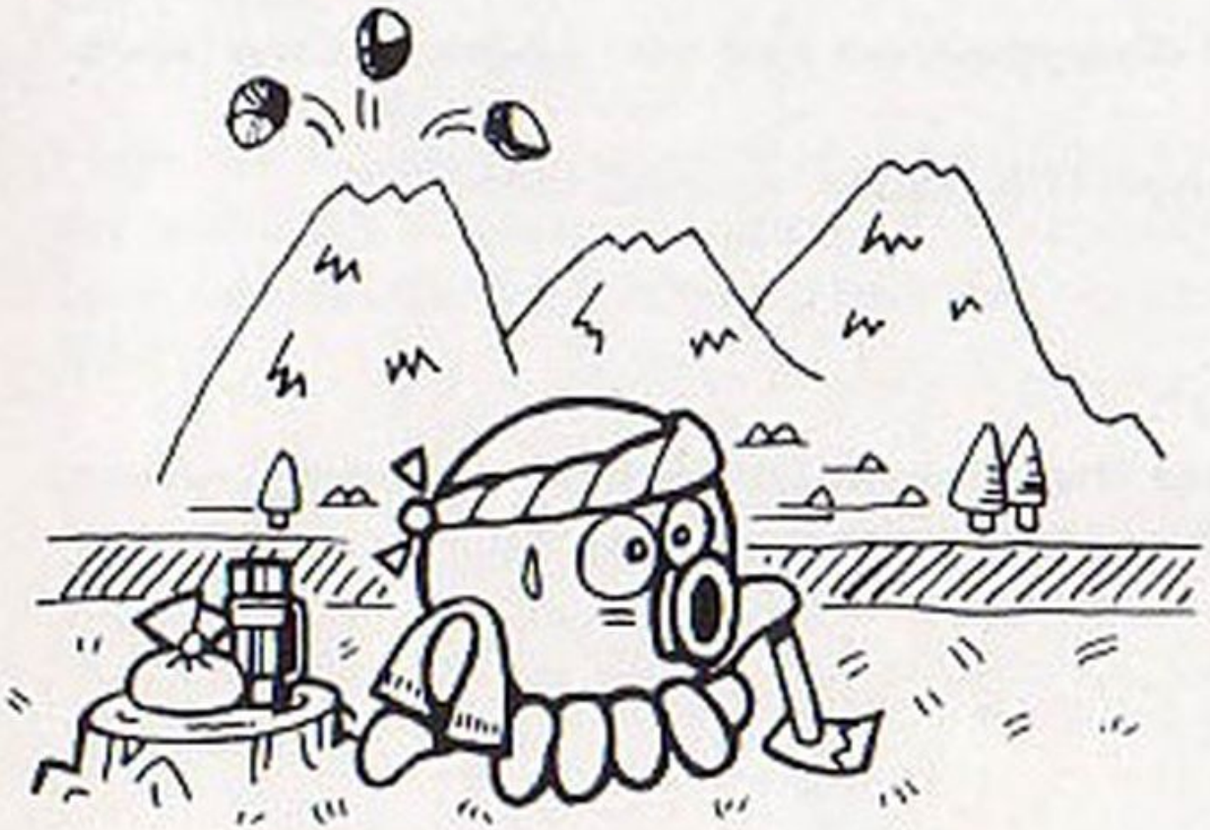
This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM™

Nintendo and Nintendo Entertainment System are trademarks of Nintendo

The year is 1992. Not much time left in the 20th century, and all over the world people have lost their hopes and dreams. Government officials only care about getting rich themselves. Children now love their computers more than their own mothers. Even though young people sense the imminent destruction of the human population, they bury their minds in the thrills of the game center. But the root of all the evil is too horrible to speak of for it lies in the gopher-faced, headbanded Great Octopus.



One day, our octopus friend gets into a fight to the death with his old rival, the bug. Our octopus wins and people start to call him Mr. Parodius. On his paid vacation he goes to the countryside to enjoy a little farming. Returning to our ready-made octopus pot, he reads the "Universe" newspaper and nearly falls off his chopping board in surprise.

There now is a picture of the mysterious Great Octopus with the Earth in his arms.
"F...father?," he stutters.
It was his father, who had disappeared just two years before never to return home.
His old friends, who had seen the paper, rushed over.

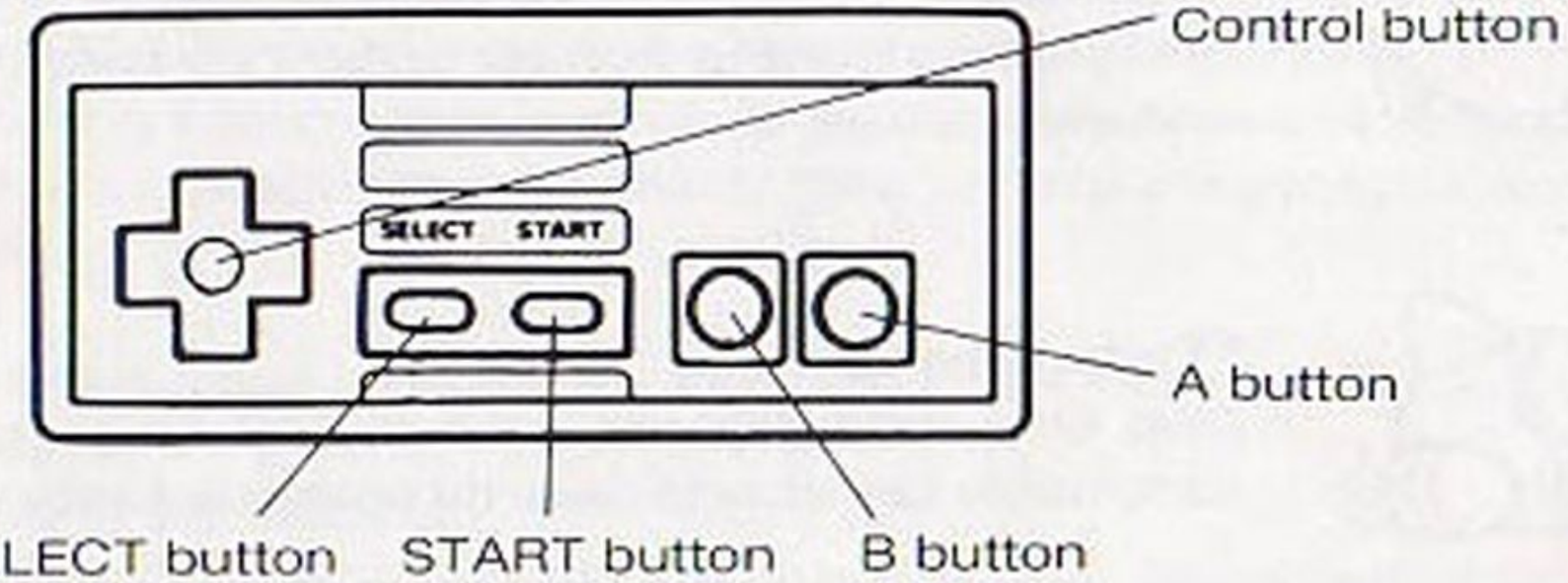
**"Vic Viper"...**
Retired after the war on DImension Three's G-World. Runs a home for the retired. Age: 58.

**"Pentarou"...**
His hobby is playing with air guns. The child of Penta and Penko. Age: 9.

**"Twin Bee"...**
One twin from the set. Has a cute face, and is a formidable foe, able to destroy enemies easily. Age: 17.

How strong can a gang of this size be? They're lots of fun, but can't be relied on. Whatever happens is not their fault. So Octopus sets out on a search for the truth and with his companions begins to travel the world!

## *How to operate*




**Control button:** player movement.
Also to select player, power-up method, and difficulty level.

**SELECT button:** at the title screen to select "I PLAYER" or "2 PLAYERS"

**A button:** MANUAL···to set power-up.
AUTO···not used.

**B button:** to fire shots or missiles.
To use a special attack from the bell power-up.

**START-button:** Press this button to start the game. During game, press to pause action. Press again to resume action.
To select "Continue" (for both IP and 2P).

## *How to Play*

- At the title screen, use the SELECT button to choose either:
  1 PLAYER
  2 PLAYERS
  Press the START button to enter.

↓

- At the player (power meter) selection screen, use the control button to choose whichever player you like:
  VIC VIPER, OCTOPUS, TWIN BEE, or PENTAROU
  Press the A button to enter.

↓

- At the Settings screen, use the control button to choose either:
  AUTO POWER-UP (operation only with B button) or MANUAL POWER-UP (decide power-up with A button)Press the A button to enter.
  Next, use the control button to choose the level of difficulty:
  EASY
  NORMAL
  HARD
  Press the A button to enter. Now you're ready to start.

- For 2p play, when I PLAYER has gotten out, the second player starts from the player selection screen before taking his or her turn.

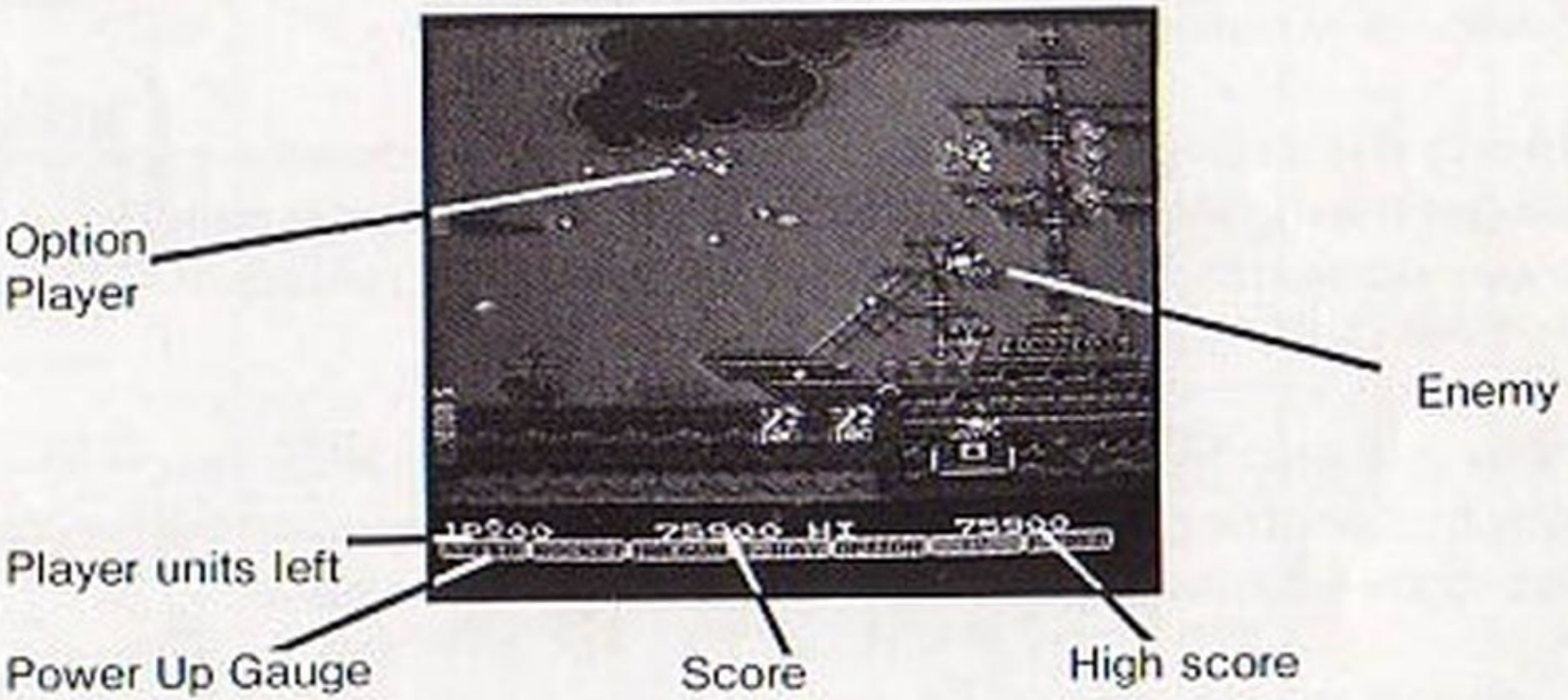
this game is composed of seven stages. Enemies must be destroyed one after another as they appear to progress from stage to stage.

Capture energy capsules and bells that appear when you destroy enemies to power-up. If you power-up skillfully, you can progress through the game quickly.

IP uses Controller I and 2P uses Controller II.

Players start with three player units. When all become out, the game is over. Within 10 seconds if you select CONTINUE, you can start again from the stage where you just left off. CONTINUE can be used any number of times for the EASY level, only nine times for the NORMAL level, and only three times for the HARD level.

# Game Screen Elements



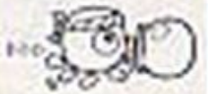
## *Player and Power-Up*

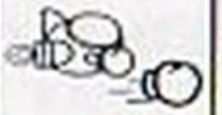
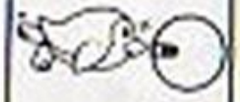
- When you destroy certain enemies, an energy capsule appears. Each time you get one, the available power-up levels light up on the power-up gauge on screen in succesion. Press the A button when the level you need is lit. (If you have chosen AUTO power-up, you power-up automatically.)

- Among the energy capsules there are some roulette capsules. If you get them, the power-up gauge begins to flash rapidly. Stop the power-up button in the right spot to get the best results. (DOES NOT APPEAR DURING AUTO.)

- If you get energy capsules that are flashing blue or red, you can switch to another player. Select from the info given with the B button. Also, those capsule you might find in the secret base.

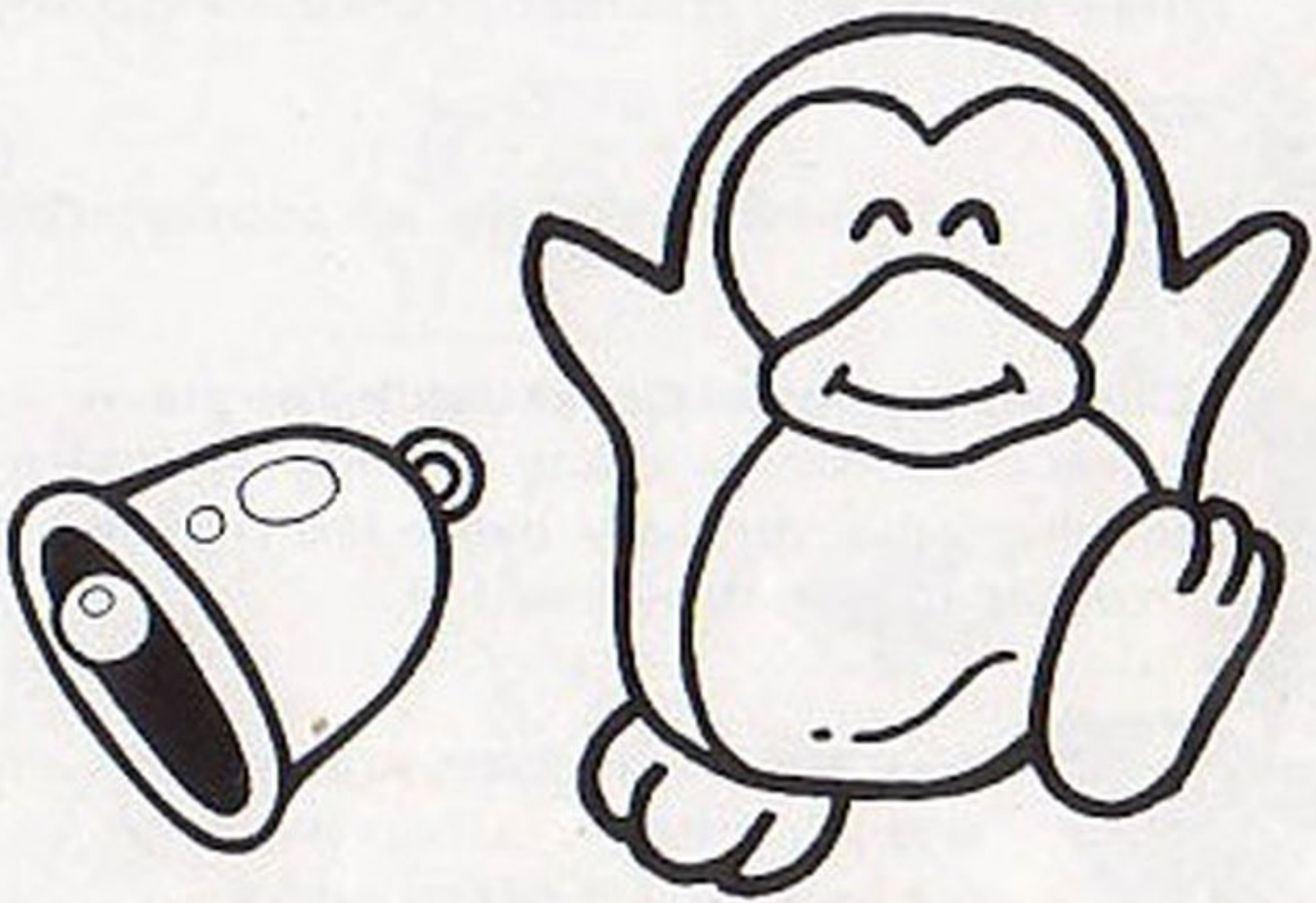
- If you get the blue-colored energy capsule, you can shoot all the enemies on the screen.

| VIC VIPER | SPEED | MSSILE | DOUBLE | LASER | OPTION | !? | SHIELD |
|---|---|---|---|---|---|---|---|
| Energy capsule | SPEED UP | MISSILE | 2-WAY BEAM GUN | LASER | PLAYER OFFSHOOT | ? | BARRIER |
| **OCTOPUS** | **SPEED** | **2-WAY** | **TAILGUN** | **RIPPLE** | **OPTION** | **!?** | **O-TRAP** |
| Energy capsule | SPEED UP | 2-WAY MISSILES | FRONT AND REAR GUNS | RING LASER | PLAYER OFFSHOOT | ? |  BARRIER |

| TWIN BEE | SPEED | ROCKET | TAILGUN | 3-WAY | OPTION | !? | F-FIELD |
|---|---|---|---|---|---|---|---|
| Energy capsule | SPEED UP |  ROCKET PUNCH | FRONT AND REAR GUNS | SHOT 3-WAY | PLAYER OFFSHOOT | ? | BARRIER |
| **PENTAROU** | **SPEED** | **POTON** | **DOUBLE** | **SPREAD** | **OPTION** | **!?** | **BUBBLE** |
| Energy capsule | SPEED UP | PIERCING MISSILE | 2-WAY BEAM GUN |  SPREAD BOMB | PLAYER OFFSHOOT | ? | BARRIER |

## *Power-Up Bells*

When you destroy certain enemies, a bell appears. If you get it, you can get special attack abilities. Normally the bell is yellow, but each time you hit it, it changes color. When you get the bell, you power up according to its color.



**Score Up (yellow):** Your score increases, if you continue to get this bell, the points you get will increase in this order: 500→1000→2500→5000→10000. If you miss getting it even once, though, you go back to 500 points.

**Super Bomb (blue):** The super bomb can attack all the enemies on the screen at once, firing a single shot.

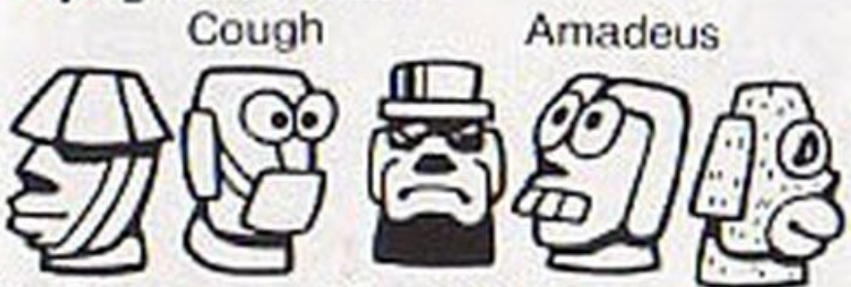
**1UP (white):** You get an additional player unit.

**Chrysanthemum Crest (red):** The player can shoot three crest missiles. Any enemies or enemy bullets touching the vertically extended part set off three missiles that destroy them.

**Get Big (Invincibility) (flashes):** Limited getting big and invincibility. During this time, you cannot shoot, but you cannot get hit either.

## *These are your enemies*

Flying Moai Heads:




Viet Cong

Gangster

Dog

Bakkon-Bakkon

Chewing Moaai Head

Atoms

Coco/Biku/Rinco/Momoko

Pumpkin Head

Piyoko-chan

Rooster

Squirter

Black Dolphin

Fighter

Pensaemon

Crab

Penguin Ducker

Penkichi

Bon

Clown

Wakame Lively Girl 1-3

Tobikichi

Big/little zigzag

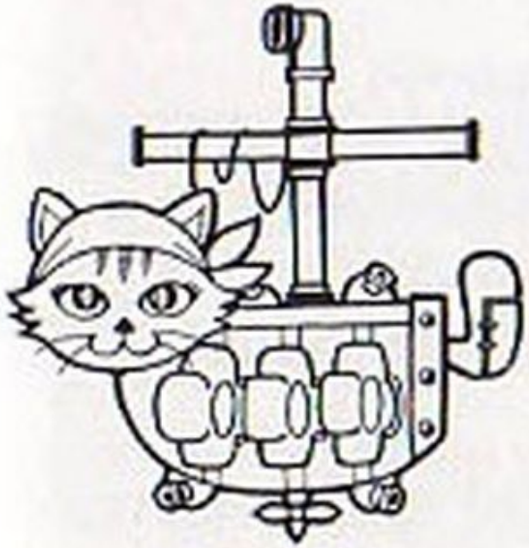
WINK'S

Octopusman

Bee

Binbin Bicky Chosaku

Runaway coaster



Sub Kitty, Achako

Eagle
"Sabunosuke"

Globefish

Ghost Madam of
Yotsuya Q

Miss Mystery

Crapper

Captain Penguninovsky III

## *Treat Your PALCOMGAME Pak Carefully*

- This PALCOMGAME Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

# 90-DAY LIMITED WARRANTY

0492

## Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Nintendo Game Pak («PAK») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.
Nintendo Service Dept.
Bandai Distribution
Parham Drive
Boyatt Wood
Eastleigh, Hants
SO5 4NU England
Tel: (0329) 243 300

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 243 300 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights. For all information on this Game Pak or other NES Game Paks, call the Nintendo "Hotline" at: (0703) 652 222.

# NINTENDO HOTLINE

Do you have a question about game play?
Are you being stomped by a Thwomp in Mario 3?
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes, then why not call the

**NINTENDO HOTLINE**

**WE ARE OPEN 12 P.M. – 8 P.M. MONDAY TO FRIDAY**

**10 A.M. – 3 P.M. SATURDAY AND SUNDAY**

Why not telephone now, and one of our expert counsellors will be more than happy to answer your call.

**THE NUMBER TO CALL IS**

**0703 652222**

# ⚠ WARNING ⚠

## DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PALCOM™
SOFTWARE

DISTRIBUTED BY BANDAI UK LTD
UNIT E1, FAREHAM HEIGHTS, STANDARD WAY
FAREHAM, HANTS, PO16 8XT, ENGLAND

PALCOM SOFTWARE™ IS A TRADEMARK OF PALCOM SOFTWARE LIMITED.
PARODIUS™ IS A REGISTERED TRADEMARK OF KONAMI CO., LTD.
©1992 KONAMI ALL RIGHTS RESERVED.

Printed in Japan